

THE KING OF FIGHTERS XV Patch Ver.2.21

| Changed Area | Description of Change |
|-----------------------------|---|
| ■ SYSTEM | |
| ONLINE | Improved situations where the number of rollback frames would increase for a few seconds immediately after a fight begins. |
| RANKED MATCH / CASUAL MATCH | Resolved an issue where, in certain circumstances, you would be matched to players with a lower-level Connection Speed than the one specified. |
| Changed Area | Description of Change |
| ■ HINAKO SHIJO | |
| Shikofumi | Changed the attack's classification from physical to projectile, resolving an issue where certain counter moves would trigger off it. * Despite its projectile properties, the move cannot be reflected (or nullified by other projectiles). |
| Gaburiyori | Resolved an issue where the grab would not work properly when the <i>Teishi</i> command was input at the same time that the character seizes the opponent. |
| ■ BENIMARU NIKAIDO | |
| Special Intro (Round Start) | Resolved an issue where this character's special intros with Sylvie Paula Paula, Najd, and Hinako Shijo were not playing as intended. |